



G.R.A.S.P. Gazette

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Greater Richmond Atari
Support Program

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G.R.A.S.P. GAZETTE

(Greater Richmond Atari Support Program)

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()=Outgoing Officers

Membership:

Membership in G.R.A.S.P. is open to all persons interested in the Atari computer. Semi-annual dues of \$10.00 are payable

January 1 and July 1 of the year or annual dues of \$18.00 are payable for 1 full year at any time.

Membership will include 11 monthly issues of the G.R.A.S.P. GAZETTE, no January issue and access to the Public Domain and Commercial libraries, group purchased, club discounts at participation retailers, and participation in drawings.

Meetings:

Meetings are held the second and fourth Thursday of each month from 7:00-09:00p.m. at the Boys Club of Richmond. Any and all persons interested in Atari computers are welcome!

EDITORS'S CLIPBOARD

Our meeting at Lyndale Baptist Church on Thur. 6/25 was a real surprise to me for we had one of our largest turnouts for quite some time, and in the summer months, this isn't bad. Mickey was elected president for Jack said he'd step aside for "new blood". Thank you Jack, for all your support for the last 12 months. I believe Mickey has some new ideas and we should be hearing of them real soon. Farley is now our V.Pres., Kathi pulled out at the last minute. Kathi, what can I say, it is you and you alone that helped keep this club together in Jack's absence. The entire club thanks you and realizes the hard work you put forth for many months. The Sec./Tre. remains the same, Mr. Dan Grenoble. The editor is the same, me (for 1 more year that is). Commercial Librarian is the same, Dave Jones. Jack stepped down from Pres. to take over Public Relations. Royce said he had to give that post up. Is this where all past presidents wind up? Mickey continues to run the GRASP BBS board. Give him a call at 744-8022. Vivian has gotten a ST and wanted to give up the 8-bit North job so Bill Rhodenhiser steps in. Carl Dean for 8-bit South is also new to any duties of the club. I took over ST Pub. Dom. and will publish an active listing in the newsletter hopefully every month. Our new officers will take over at our next meeting, July 9.

That's the line up folks, and it looks like a good one. The club is still strong with about 75 members and slowly growing. We're not a giant club, yet not a teeny-weeny one either, our strength remains constant and devoted.

Tom Marvin.

From GENie, 6/15/87

Here are some often asked questions, and their answers about Atari products courtesy of Neil Harris of the Atari Corporation..

Q: When will the new products be shipping?

A: The XEP-80 and the SX212 (80-column for 8-bit and the new modem, respectively) will begin manufacturing any moment now for delivery around the end of June. The Mega ST 2 and Mega ST 4 are already on the way to Europe and are scheduled for North American delivery in early July. The Atari PC is also due in early July.

Q: What about the blitter chip upgrade?

A: It should be available for current ST owners around September. It will cost around \$120. The final form of the upgrade is not yet set -- it may involve a board swap rather than an add-on.

Q: What about PC emulators for the ST?

A: Both Atari's own software emulator and one called PC-Ditto should be released during the summer. A hardware emulator is still in the works for later on.

Q: When will new ROMs be available for the ST and what changes are included?

A: The ROMs are done and have gone into production. Availability as a separate item may take a while, though -- we need ROMs for the Mega ST. These ROMs support the hardware blitter (optional) and fix some TOS problems, like the infamous underline bug and the RS232 handshaking. Parts of the system have been sped up, like character output. A list of exact changes will be posted shortly.

Q: What's happening with the 8-bit emulator?

A: The author finally agreed to release the source code to the public domain, so Atari will allow him to distribute it along with our ROM code. Now we want to see you hackers out there work to speed it up -- at the moment it is only 1/4 the speed of an 8-bit.

Q: What else is new at Atari?

A: On the business side things are great. We just announced a 2-for-1 stock split, effective next week. New TV commercials have been produced for the ST (yay!) and the video games. We are also working on campaigns to support MIDI music and desktop publishing.

LAWS OF COMPUTING

From Bytown Bytes

When you get to the point where you really understand your computer system, it's probably obsolete.

As soon as you find that your microcomputer is easy to use, add some peripherals you don't understand how to use.

Whatever happens, behave like you meant it to happen.

Experience is something you don't get until just after you need it the most.

The time it takes to fix the error in your spreadsheet is inversely proportional to the time it took to do the damage in the first place.

People always remember the last mistake you made.

He who hesitates is probably smart.

The less a computer peripheral costs, the more it costs to fix.

Confidence is the feeling you get just before you fully understand the problem.

It's only when you need to knock on wood when you realize that the whole world is made up of aluminum and plastic.

You always find the information that you need on the page of the manual you look at least.

The first place to look for information is in the section you least expect to find it.

You know you have a REAL crisis on your hands when you can't say "lets forget the whole thing".


Power Without the Price™

Planetarium Fix

by Dave Jones, GRASP Member

This program fixes the problem in booting Atari Planetarium in 1050 disk drives that have the ICD US Doublers installed. If possible, check for the proper operation of the original disk in a standard 1050 before making modifications.

```

10 REM PLANETARIUM FIX - US DOUBLER
11 REM 4/30/87 GRASP - RICHMOND, VA.
12 PRINT :PRINT "NOTE THAT THIS PROGRAM
WILL MAKE A"
13 PRINT "PERMANENT CHANGE TO YOUR
PLANETARIUM"
14 PRINT "DISK !"
15 PRINT :PRINT "NOTCH SIDE ONE OF THE
PLANETARIUM"
16 PRINT "DISK AND INSERT INTO 1050 DRIVE
1"
17 POKE 769,1:POKE 770,82:POKE 773,6
18 POKE 772,128:POKE 778,7:POKE 779,0
19 POKE 1531,104:POKE 1532,32
20 POKE 1533,83:POKE 1534,228
21 POKE 1535,96
22 GOSUB 37
23 POKE 770,87
24 A=PEEK(1697):B=PEEK(1702)
25 IF A=32 AND B=96 THEN 29
26 IF B=32 AND A=96 THEN 33
27 PRINT :PRINT "NOT PROPER PLANETARIUM
DISK !"
28 END
29 PRINT :PRINT "CREATING FIX"
30 GOSUB 37
31 PRINT :PRINT "DONE !"
32 END
33 PRINT :PRINT "RESTORING TO ORIGINAL"
34 GOSUB 37
35 PRINT :PRINT "ORIGINAL RESTORED !"
36 END
37 PRINT :PRINT " PUSH START TO CONTINUE"
38 IF PEEK(53279)<>6 THEN 38
39 POKE 1697,B:POKE 1702,A
40 X=USR(1531)
41 IF PEEK(771)=1 THEN RETURN
42 PRINT :PRINT "DISK ERROR ";PEEK(771)

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ATARI NEWS June '87
Compiled by John Nagy
from Michigan Atari Magazine

8-BIT EMULATOR FOR THE ST TO BE RELEASED-
With ATARI's APPROVAL! Hot news! DAREK
MIHOCCA has been given the green light for
publishing and distributing his "ST
TRANSFORMER".

ATARI is making big strides on GENIE, a
telecomputing service similar to
Compuserve. Neil Harris and others from
ATARI make appearances regularly in the
message bases and sometimes in weekly
ROUNDTABLE open discussions. ATARI users
are invited to get an \$18 saving on normal
registration on GENIE (but NO MANUAL) by
calling 1-800-638-8369 (with their modem),
and entering HHH upon connection. At the
U# prompt, enter XJM11887, ATARI and press
return. (The voice number we gave you
before got you to people who usually didn't
know or wouldn't tell you about the ATARI
offer!)

REMEMBER ZMAG? Compuserve users may have to
either REMEMBER or else look elsewhere,
because RON KOVACS, editor of the popular
free weekly online magazine, MAY no longer
be using COMPUERVE in his distribution to
over 200 ATARI BBS's worldwide. On the
other hand, ZMAG MAY soon be featured
bigger than EVER on CIS. HUH? Sysops at the
ATARI SIG on CIS have repeatedly objected
to items in ZMAG, including coverage of the
8-bit emulator. Then, Ron got demands to
edit out any references to GENIE and
ATARI's involvement there. The last straw
came when Ron tried to include information
about other places ZMAG is available and
COMPUERVE refused to post it. Business may
be business, but Ron says that it's NOT
NEWS if it's censored, so BYE BYE CIS. Now,
ATARI SIG manager RON LUKS is apologizing
to Ron and trying to offer Ron a reason to
stay. Now what? Film at 11. ZMAG continues
on GENIE, DELPHI, and other services. You
can call Ron's BBS system to find your
nearest ZMAG outlet (or to become one!) at
201-968-8148 (NEW JERSEY).



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JULY MEETINGS:

ON JULY 9 AND 23 AT LYNDAL BAPTIST
CHURCH - 8320 HULL ST.!!!

Star Trek Preview

By Steve Dunphy RI ACE Reporter
from MICHIGAN ATARI MAGAZINE 6/87

I have just witnessed the most incredible, realistic space game for the ST! It is called Star Trek and it is put out by Simon and Shuster. It must have been a beta test version because when I called Simon and Shuster to ask them about it, because I wanted to order it, they didn't know anything about it! Strange! Here is the ultimate space game for all Trekkies in the Universe with ST's and they don't even know about it. Maybe it is being done by an out-of-house software designer and will be distributed by Simon and Shuster. Well, after they see the fever that this review will cause, they definitely will take credit for it.!!!

Star Trek opens with a digitized "Space the final frontier..." right off the sound track of the TV series. It sound real good to my pointed ears! Next thing you know the theme is being played in non digitized sound. It finishes loading and you see a screen with the picture of the Enterprise's bridge with Capt. Kirk, Sulu, Spock, Dr. McCoy, Scotty, Chekov and Uhura all at their respective stations. Now if that is not enough to drive a trekkie nuts then what I saw next will. It is entirely mouse driven and you click on each individual to get to his functions. Spock for star chart info. and damage report, Sulu to set the course and put the ship in orbit, Chekov for battle stations, Uhura for communications reports, Scotty for Warp and impulse drive stats and Dr. McCoy for the health status of your bridge command. Capt. Kirk has the final commands of affirming warp out and transporting down to a planet.

The game plays alot like Sundog and Star Raiders rolled up into one. First thing you do is find a system on Sulu's star chart. It has a listing of the stars and when you click each one on it tells you where it is located and how long it will take to get there. You click on set course and the line between the middle dot which is representing the Enterprise and the star turns green. Next you go to Sulu's icon and click on the warp drive indicator to a selected warp speed. You then click on Capt. Kirk and you warp out to your destination. Don't go faster than Warp speed 9 because Scotty will come on and warn you that "we'll blow up any minute now if ya keep dis up Captin" in a clear digitized voice that had me stunned. the

click sound you hear next will be an indicator that you have arrived at the system.

Next you have to choose the icon in Sulu's console that looks like a solar system. Click on Spock and he will show info. on the screen that will tell you if the system is independent, Klingon, Romulon or Federation. Also click on the icon representing the planets on the solar system screen and you will see what type it is. Some serve no known purpose to this author (hopefully they actually do, since many have some pretty neat titles, like leeching planet and robot fortress). Others have functions like a repair drone, energy station and inhabited planets. You can beam down to the inhabited planets.

So set your orbit for a selected planet and click on the impulse engines. You will see your ship icon going around the solar chart with a dotted line to the preselected planet. Once you reach the planet Mr. Sulu comes on in a digitized voice saying "Now in orbit Sir". Sometimes you hear the communications whistle when you enter orbit. Click on Uhura and she will receive the message. This message is useful to the playing of the game. If the planet is inhabitable you can beam down. Click on Capt. Kirk and the transporter box will be shown. Click on the box and you will see all seven crew members faces along with the round transporter base. Click on each face you want to beam down and the click on the transporter. You will be greeted by digitized sound in the form of the actual transporter sound from the TV series. Neato!!

Next you will be on the planet and will have something to get or discover there. When you meet an obstacle click on your crew and see if you want to take their advice. Sometimes it will end in hurting your party and you will have to beam back up. When this happens click on McCoy's icon and you will see each person represented by their faces and a health bar underneath them indicating how fast they are healing. I never saw a member of the crew die, but I wouldn't rule it out. If you find something beam it up and put it in storage aboard the Enterprise. It will come in handy as you comb the galaxy.

Next warp out and find another star system to visit. But watch out for Klingons, Romulans and rebel ships, they will attack you. If they do you will hear "Battle stations" and the werp-werp claxon digitized sound with Kirk's voice.

(Cont. page 6)

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Click on Checkov and activate the phasers or photon torpedoes. Go to the round tactical grid and click on the yellow ship indicators. You will then see a vector drawn Klingon, Romulan, or rebel starship. Hold the mouse button over it and you will hear Checkov say "locked on target sir" bring the mouse back and click on one of the squares in each corner and you will see either a phaser or photon torpedo fired at your adversaries. You even hear it firing in digitized sound like you heard it on TV! This is most impressive and if you destroy the Klingon Ship, Scotty comes on and says "Gut 'im Captin'!!!! This blew my socks off! If you win you can continue to search the galaxy. If you lose you will see Mr. Spock's face on the screen with his digitized voice razzing you with "I never did understand humans..."

All in all the game is by far the ultimate space game for any computer!! It has action, excellent graphics, completely mouse controlled, digitized sound that will make you feel like you are there on the Enterprise's bridge and game play to make it the best selling game for any computer. If Simon and Shuster holds this back they are crazy!!!! Its worth \$100. And I ain't one to pay more that \$30 dollars for a program. It has a load and save option so you can save your current game and play it later (you can only save one game though). The one thing lacking (and it will come with the manual and the released program I am sure) is the object of the game. I assumed from messages and game play that your mission is to put down the rebellion and defeat the Klingon invasion. You would be wise to document all the star systems and make it a point to record what each planet has on it and record where repair drone stations and energy stations are.

When Star Trek is released BUY IT! It is the ULTIMATE, Best space game there is for any computer. It MAY even be supported with more galaxy disks. It will be to the ST as Star Raiders was to the 800. People will buy an St just to play STAR TREK!!! (Star Trek is currently unreleased. The version I saw was probably a beta version. How this person got it I do not know). I would urge all of you to buy this program! Please call Simon and Shuster and ask them to release Star Trek soon. Pre-order it!) (EDITOR'S NOTE: A later contact with SIMON and SHUSTER has resulted in an admission that the game is INDEED in development,

and is pending final agreements with PARAMOUNT PICTURES. Release could be sometime this fall!)

ANTIC'S CES JUNE '87 WRAP-UP
SECOND ANNUAL ATARI ROAST
BY NAT FRIEDLAND, ANTIC EDITOR

Towards the end of the Consumer Electronics Show, we got our first look at some additional important ST software:

Broderbund is jumping into the ST marketplace with Art Director and Film Director, a DEGAS-quality paint program that will be packaged together with an animation module for \$79.95. This softwae, originally designed by the Hungarians who did ST Battlezone, is expected to ship in Aug. Feathres include: rescale, stretch, distort, bend, bulge, spin, perspective, scroll and spin.

Not quite as far along is the St version of Broderbund's all-time bestseller, Print Shop. It is due this fall at \$49.95 and will be similar to the sophisticated Macintosh version. Also coming from Broderbund this fall is the ST Karateka at \$34.95.

Timeworks Desktop Publisher this fall will join the company's ST word processor, spreadsheet and database software.

Spitfire 1940 is an St flight combat game coming from Avalon Hill this summer. We also picked up an 8-bit review copy of their Guderian wargame.

And back at the bustling Atari booth, we got a look at Bentley Bear Goes To School - a new ST educational series programmed in Israel and featuring the lovable bruin from the Crystal Castle arcade game. Four titles for grades K-6 are to be marketed within 30 days and there will eventually be some 20 in the series. The animation in each title such as Magical Mathematics is of very high quality and the packages will sell for \$19.95 apiece.

This year Atari vice president Leonard Tramiel revealed that a 16-bit graphics workstation is in a fairly advanced stage of development. This would be compatible with the ST but much more powerful. He said that any 32-bit multitasking computer would need to run Unix, but it was a problem deciding which competing version of Unix would be best.

Marketing communications director Neil Harris stated that ST Word Perfieci, due in July, runs five times faster than the bestselling IBM version.

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Harris explained that Atari's top priority at this particular CES was to revitalize the 8-bit line by packaging a redesigned 65XE as a high-end game system, in direct competition with Nintendo and Sega. That's why the Mega ST and the Atari Laser Printer were not displayed this time. According to Harris, the XE Game System was receiving an enthusiastic early response from mass-market purchasing agents.

Here's some additional details about the new Atari 8-bit disk drive and other Atari hardware.

Essentially, the XF551 is an adaptation of the standard disk drive mechanism being used for Atari's IBM clone. The 360K, double-sided, D.D. 5-1/4 disk drive runs 2.9 times faster than the Atari 1050 and is due in the stores this summer at a \$199.95 list-price.

The XF551 can automatically adapt itself to today's S.D. and enhanced density DOS disks. However, ADOS, the new OSS coming with the XF551 includes a tree structure allowing subdirectories, easy switching between menus or keyboard commands, and a high degree of file recovery safety.

Bill Wilkinson of OSS says that ADOS will run on any Atari-compatible disk drive, from the old 810 to a 16Mb hard disk. Although 8Mb is the upper limit for efficient operation, a larger hard disk can be partitioned into several logical drives. DOS 2 and 2.5 files can be read into ADOS, but ADOS is not fully compatible with the older operating systems.

Along with the XF551, the Atari products announced in Jan. at the previous CES are now also scheduled for summer release. This impressive list includes the Mega ST in 1, 2 & 4 megabytes, a \$1,500 laser printer, the Atari PC clone, the \$150 XE Game System version of the 65XE, the 80-column XEP80 display box and the 1200-baud SX212 modem.

By the way, Atari is going back to Chicago in three weeks, where it will show off the ST's MIDI power and become the first personal computer company ever to exhibit at NAMM, the musical instrument industry's show.

MIDI-equipped instrument, features fast real-time record, playback, overdub, rewind and fast-forward. It has 32 independently controlled polyphonic tracks and a capacity of more than 80,000 notes per song, and you can record or play from any point in the piece using autolocate. --- \$99 Passport Designs, Inc. 625 Miramontes St., Suite 103, Half Moon Bay, CA 94019. (415)726-0280. FINAL.

CHILL, THEN SERVE W/ SILICON CHIPS

FTL's Micro Cookbook has hundreds of recipes and a complete cooking database program that can search and retrieve recipes by ingredient, category and more. The program can give suggestions for leftovers or new entrees, and you can add your own recipes.

Features include menu planning, portion sizing, calorie control and automatic preparation of shopping lists. - \$49.95. FTL, 6160 Lusk Blvd., C-206, San Diego, CA 92121. (619)453-5711.

GRAPHIC ARTIST 1.52

The new version of Graphic Artist provides a print queue and includes more printer and plotter drivers, as well as improved driver editors that let you support virtually any dot-matrix printer (including 24-pin printers, but excluding color printers printing in multiple colors), laser printers (except Postscript) and plotters.

Also, the last mouse coordinates typed are displayed when new coordinates are typed in.

Other features include improved pathname syntax checking, printing tips and more precise text margin alignments. - \$199.95 Progressive Computer Applications, Inc., 2002 McAuliffe Dr., Rockville, MD 20851. (301)340-8398.

3 CLASSIC COURSES

The Famous Course Disk: Volume II features three of the most difficult courses in the world: Turnberry in Scotland, the Inverness Club in Ohio and Harbour Town in S. Carolina, for use with Accolade's Mean 18 golf simulation. - \$19.95. Accolade, 20833 Stevens Creek Blvd, Cupertino, CA 95014.

MUSIC SEQUENCER

MIDIsoft Studio, a flexible, easy-to-use line between the St and any

G.R.A.S.P. GAZETTE
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